

**GAME:** Dracula's Castle

**MACHINE:** VZ-200 (Expanded)

**JOYSTICK:** No

**SUPPLIER:** Dick Smith

**PRICE:** \$12.50

**OVERALL:** \*\*\*

The aim of this adventure game is to get safely out of Dracula's Castle with as many silver stakes as possible, plus Dracula's treasure.

You move around the maze collecting silver stakes while avoiding Ghouls, Zombies, Slime Pits, Plant Creatures, Grells and of course, Dracula.

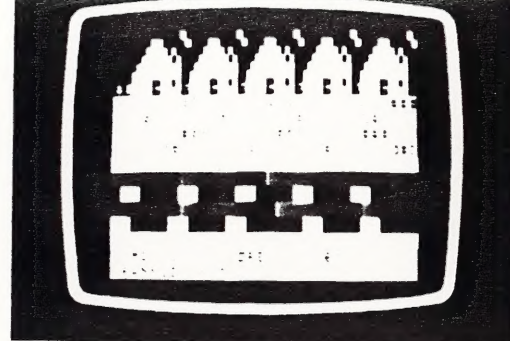
When you enter his castle, it is 30 minutes to sunset. Dracula rises at sunset and comes after you. You must use your silver stakes to kill the monsters.

As the game can become quite long to play, you are offered the chance to save the game in progress on tape so that it can be continued at a later date.

Overall, the game is quite entertaining and is value for money. **IT**

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**GAME:** Cub Scout

**GAME:** VZ-200 (8k unexpanded)

**JOYSTICK:** Optional

**SUPPLIER:** Leon Young Software

**PRICE:** \$8.00

*Cub Scout* is based on the arcade game *Frogger*. In this version of the game the player must guide an old grandmother to her house via a busy four lane highway and a river full of logs and turtles, all

within an allotted time. Situated between the highway and the river is a narrow strip which offers refuge from danger. At the top of the screen is your final destination, the homes of the grannies.

Points are awarded for each lane of the highway crossed, and for each log or turtle encountered. A continual display of the number of grannies awaiting escort, the time remaining and the current score is shown at the bottom of the screen.

Akeila will be pleased if you succeed in guiding all three grannies home, an extra grannie being awarded for your efforts (as well as a Busy Beaver badge).

The continual vanishing and re-appearing image of the cub and granny (in block graphics form), make precise location of the escorted granny somewhat difficult at times, especially when crossing the highway. The most successful method, although not scout-like, is to close your eyes and run for your life.

Written in both Basic and an Assembly language routine called from Basic, this game shows excellent use of the low resolution graphics facilities of the VZ-200. The absence of various levels of difficulty and the fairly poor use of sound distracts slightly from the game, however, the single degree of difficulty available is challenging, even to an experienced *Frogger* player, especially staying on the first row of extremely slippery logs.

The game can be played quite adequately with the use of the cursor control keys, however response was found to be frustratingly slow at times. The use of the joystick is preferred, especially when negotiating the extremely busy highway.

Although *Cub Scout* is not original in concept, it is regarded as one of the better arcade type games available for the unexpanded VZ-200. **IT**

<b>GRAPHICS</b>	***
<b>SOUND</b>	**
<b>ORIGINALITY</b>	.
<b>LASTING INTEREST</b>	***
<b>OVERALL</b>	***